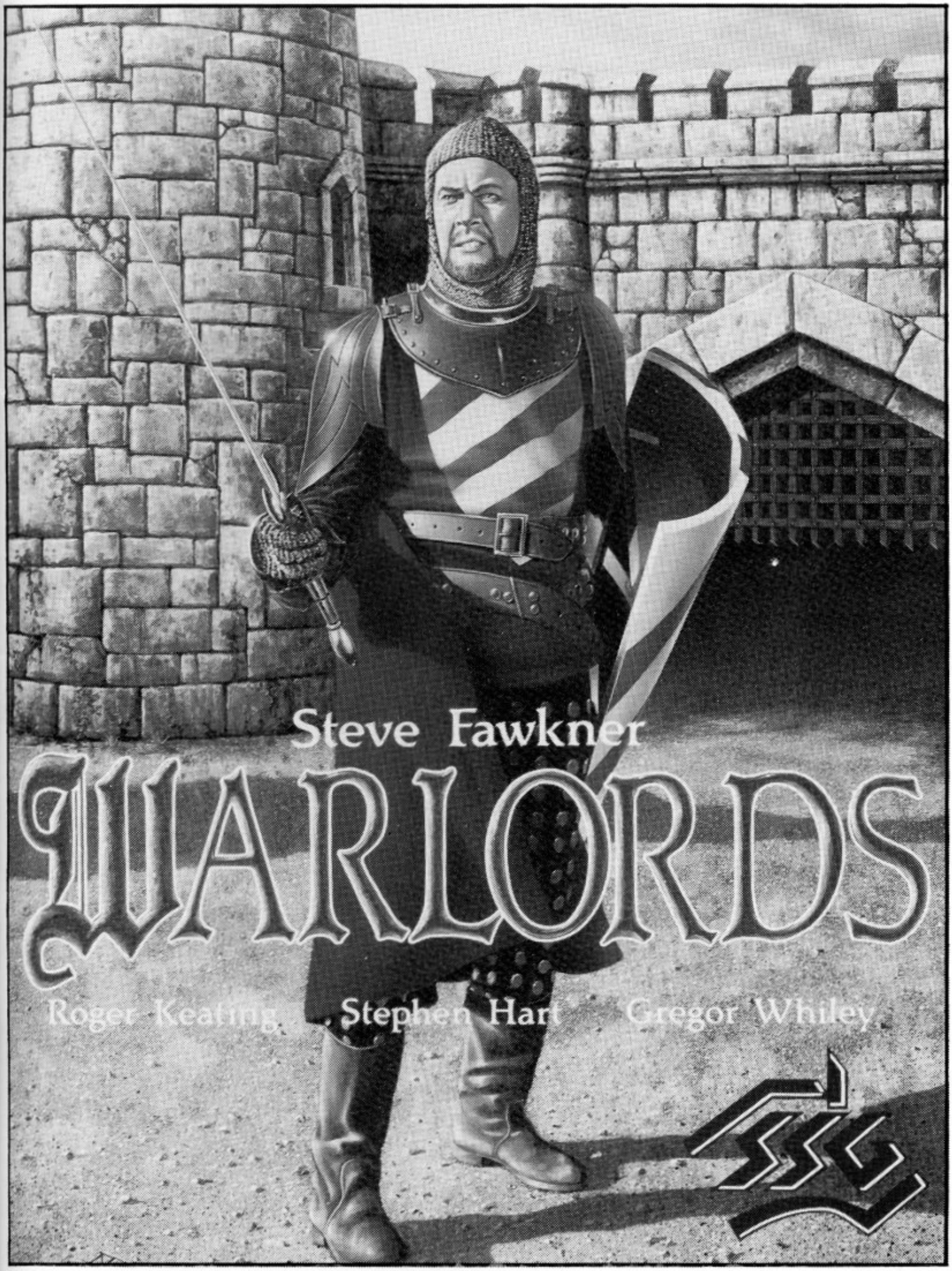
Steve Fawkner
WARLORDS
Roger Keating
Stephen Hart
Gregor Whiley

WARLORDS

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WARLORDS

1. INTRODUCTION

Warlords is an eight player game of the struggle for supreme power in the fabled Kingdom of Illuria. The manual is written for all versions of the game. Computer specific information may be found on the separate information card, and in a README file. *If there is a README file, please read it before starting the game.*

If you have any problems with the components, or questions about the game, please contact Strategic Studies Group at one of the addresses shown at the end of this manual.

2. AN OVERVIEW

Warlords is a strategic war game, fought out by eight different players, for the domination of the Kingdom of Illuria. It can be played by one to eight people, with the computer taking the remaining positions. For example, you could have one human versus seven computer opponents, or three humans versus five computer opponents; the mix of human and computer players is up to you. You may even watch eight computer players fight it out.

The Kingdom of Illuria, after some severe internal disputes, has seethed under a sullen and uneasy peace. This truce has now disappeared, along with the arch-mage who imposed it. The eight empires of Illuria realize that this is their chance for total domination, a very unstable situation. Forces are being mobilized for conquest, and only one Supreme Warlord will prevail.

Your objectives in *Warlords* are brutally simple: to eliminate all organized opposition to your rule. To do this, you will have to control all eighty cities in the lands of Illuria, and thereby eliminate all seven opponents.

There are many ways to achieve this, and brute force is just one of them. You might ally with dragons or wizards, or have your Heroes search out and wield magical swords that will tip the battle in your favour. Clever military tactics and even economic warfare are possibilities too!

The Kingdom of Illuria is roughly divided into eight parts, each one controlled by one of the eight empires. The contending empires are appear below, with their indentifying color, and a brief description. If there is no color available, or the colors are different, this will be covered in your computer specific instructions.

The Sirians (White)

The Sirians are Knights of a one-time chivalrous Order, dedicated to spreading the worship of their God to all of Illuria. Conversion by the sword is their favoured, (and some say their

only), method of spreading the good word. Their capital city is Marthos, on the southern edge of Eastern Sulador.

2. The Storm Giants (Yellow)

The Storm Giants are a race of powerful twelve foot tall giants, whose capital city, Stormheim, is located on the peak of Storm Mountain, in Western Sulador. The Storm Giants despise all those shorter than themselves, and have vowed to purify Illuria of what they see as an infestation of minuscule pests.

3. The Grey Dwarves (Light Blue)

The Grey Dwarves are a hardy folk, living in the city of Khamar, which is found in the Nirnoth Mountains in central Lauredor. They desire to mine and exploit all the treasures of Illuria without let or hindrance. The surface dwelling races of Illuria are uniformly regarded as an obstacle to this grand ambition.

4. The Orcs of Kor (Red)

In the city of Kor, in far off Huinedor, live a degenerate race of Orcs, led by a vile creature known as the Great Orc. Years of being the object of both derision and disgust to the other races has bred a terrible resolve. They will stop at nothing to spread their bloody-minded rule over all of Illuria. The rest of Illuria regards the term 'degenerate', when applied to Orcs, as redundant.

5. Elvallie (Green)

Elvallie is the name of a forest and a city and the people who dwell therein. It is the homeland of the Light Elves of Illuria, in Central Sulador. An arrogant race, they believe that only they are fit to live in harmony with the land. They consider the removal of all other sentient races from Illuria to be merely sound ecological practice.

6. The Selentines (Purple)

The Selentines are a cruel empire of Humans, whose capital is Enmouth, on the Western edge of Lauredor, by the Paramer Sea. They are a great naval force, and will miss no opportunity to spread their rule into new lands. They also regard all trees as ships that are simply yet to be constructed .

7. The Horse Lords (Dark Blue)

The Horse Lords are a wild people, living on the plains in Eastern Lauredor, between the White and Nirnoth Mountains. Their capital city is Dunethel, where they can usually be found amassing great legions of cavalry. They covet all the lands of Illuria, and consider it the height of achievement to stable their horses in the ruins of other civilizations.

8. Lord Bane (Black)

Lord Bane is an evil force, lurking in his citadel in the encircling mountains of Argundor. His

legions include all sorts of warped races, such as Dark Elves, Men, Ogres and Orcs. Tradition and ambition both decree that he attempt to enslave all of Illuria.

3. TUTORIAL

It would be a good idea before starting this tutorial to read Chapter 4, at least up to the end of section 4.3.1. This will give you the general picture of the screen layout in *Warlords*.

Consult the computer specific card for installing the game on a hard disk or running it from floppies.

When the game option screen is displayed at the start of the game, choose to play the Evallie as Human. Click on the icon beside the Elvallie name until the word human appears. Set all the other players to computer control as Knights; click on each icon until the word Knight appears. When you have finished, click the O.K. button. The computer players will each take their first turn and then the Info Screen will ask you to click to start your first turn.

As this is the first turn of the game, a Hero is automatically supplied. Click once to bring up the dialog box. Click on the Name button or text field, type a name in the dialog box and hit the Enter key. Click on the Done button when you are finished. The Hero will appear in your Capital, and you will be placed automatically into the PRODUCTION display.

You have three choices, heavy infantry at two turns/four gold pieces, elven archers at one turn/four gold pieces and Pegasi at six turns/sixteen gold pieces. Click on the elven archer icon and then click on the PROD button. You have just told the castle to produce one elven archer per turn.

It just so happens that there is a very weak, neutral castle just up the road, and your Hero could almost certainly take the place just by turning up. However, as this is a tutorial, we will be a little more cautious. Choose the End Turn action from the Turn Menu.

After a brief pause for the computer players to make their second move, it will be your turn again. Click to start the turn. You will see a message announcing the arrival of the "Elvallie 1st Elven Archers", and asking if you wish to keep producing them. Click the YES button to keep churning out your troops.

The army will be added to your Hero, making a stack of two. That's enough to do over the neutrals down the road. An army icon, either the Hero or the elven archer, will appear on the city wall. The other icon is underneath it. Click on the top icon. A small cursor will appear over the icon. This tells you that the top icon is selected. To select the whole stack (i.e. the Hero and the elven archer), double-click on the top icon. A larger cursor has appeared, enclosing the flag-pole adjacent to the army. The larger cursor tells you that the whole stack is selected. The smaller cursor tells you that only a single army is selected. The *size* of the flag tells you how many armies are in each stack.

Move the cursor randomly over the map. It changes to an arrow shape, telling you that movement orders are possible.

Scroll the map with the right arrow key until the grey castle comes into view in the top right

corner. Click with the mouse just next to the left hand side of the castle. Your stack will move to that point. (If you hold the cursor over the castle itself, the cursor changes into a sword, and if you click there an error beep sounds. You must be adjacent to attack.)

Once adjacent, you should have two movement points left, just enough to attack. (If you don't, just wait until next turn). Move the cursor over the castle until it has changed into a sword, and click. Battle is joined immediately, and the results are displayed. You will almost certainly win. On the off chance that you don't, just restart the tutorial again! If you have been victorious, click to bring up Production details for the newly conquered castle in the Info Screen. There is only one unit type which can be built at this castle, so click on the Light Infantry icon and then the Prod button. Select END TURN from the Menu Strip.

That's two castles down, seventy eight to go! The object early on is to grab as many neutral castles (the grey ones) as possible, before the other guys can. There is a cluster of three to the Northeast of the one you have just captured. Head for those straight away, and produce as many armies as quickly as you can to get the other neutral castles around the place. See Chapter 12 for more detail on how to win the game.

A Reminder About Stacks and Armies

It is important to realize the difference between single and double clicking on unit icons. Single clicking selects a single army from a stack, double clicking selects the whole stack. Mostly you will want to double click.

Armies (and stacks) will be automatically deselected when their movement allowance runs out. If you do not wish a unit or stack to use all of their movement allowance, you must deselect the army (or stack) by clicking on the deselect button on the Command Bar.

4. STARTING A GAME

Follow the instructions on the computer specific card for loading and starting the game.

4.1 Choosing Sides

The first thing you will see on beginning a new game, is the title screen. Click the mouse button to get past this. You will see the game setup screen. This is where you choose which sides will be played by people, and which ones by the computer.

The left hand side of the screen lists all eight empires in the game along with icons displaying who is controlling them. There are four levels of computer control, Knight, Baron, Lord and Warlord. The computer Warlords are very fierce opponents, and we recommend that you start off by playing against Knights.

To change the control of a player, just click on the icon. A difficulty factor appears in the lower part of the screen. The tougher your opponents, the higher the difficulty factor. One human fighting seven computer Warlords is as hard as it can get (100% difficulty). When all your choices have been made, click on the O.K. button to start the game.

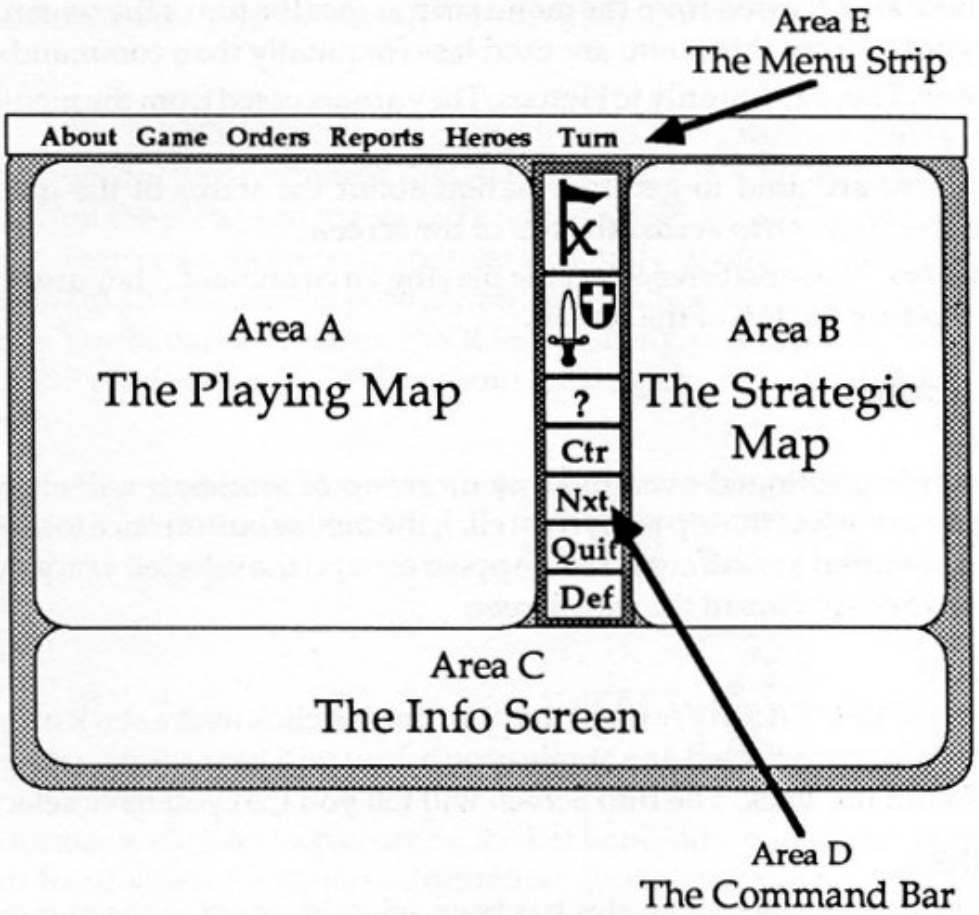
We want you to realize that the computer uses exactly the same rules as you do. There are

no secret bonuses available to computer players. In fact, the opposite is true. For example, Knights deliberately waste money and sometimes forget what they are doing and who they hate.

Strategic Studies Group has pioneered the development of superior artificial intelligence in strategy games. *Warlords* benefits from these years of experience and we believe the level of subtlety and skill displayed by the computer players in this game is second to none.

4.2 The Screen Layout

The computer screen is divided into five major areas. Consider the diagram.



Area A - This is the Playing Map. Most of the game action takes place on this map. It is the tactical map. You will see close-up views of your armies and castles here, and you will control their movement by clicking into this screen.

Area B - This is the Strategic Map. This screen displays a map of all of Illuria. It is always present during play. The area of the Strategic Map currently visible on the Playing Map is shown by a small cursor. If you need global information, such as where all of your armies are located, it will be displayed in this screen.

Area C - This is the Info Screen. Any text information will be shown down here. This includes what turn number it is, how much gold you have, and statistics for your armies, as well as many other things.

Area D - This is the Command Bar. The most common actions used in *Warlords* are located on the central Command Bar.

Area E - This is the Menu Strip. The remaining actions used in *Warlords* are located on the Menu strip.

4.3 Living in Illuria

The actions in *Warlords* have been divided into five categories.

(1). **Commands.** These are either issued directly by clicking on the map, or by clicking on the Command Bar in the middle of the screen.

(2). **Orders.** These are accessed from the menu strip across the top of the screen. The actions which can be chosen from this menu are used less frequently than commands.

(3). **Hero Actions.** These apply only to Heroes. They are accessed from the menu strip across the top of the screen.

(4). **Reports.** These are used to get information about the status of the game. They are accessed from the menu strip across the top of the screen.

(5). **Game Features.** These features affect the playing environment. They are accessed from the menu strip across the top of the screen.

4.3.1 Commands

SELECT ARMY

When the cursor is positioned over an army or group of armies, it will change shape to indicate that you can select the top army. Just click the mouse button once to select the army. You will hear a tone, and a small cursor will appear around the selected army. A description of the selected army appears in the Info Screen.

SELECT GROUP

This is similar to SELECT ARMY, except that you double click over a stack of armies. Every army in the stack is now selected as a single group. You will hear a tone, and a large cursor will appear around the stack. The Info Screen will tell you that you have selected a group.

MOVE ARMIES

Once a single army or a stack of armies has been selected, moving the cursor around the Playing Map will change the cursor to an arrow. To move your armies, position the cursor over their destination and click the mouse button once. The armies will move to this point using the most efficient route possible, using roads and avoiding obstacles. You can use the arrow keys to scroll the map to bring your destination into view, and your armies will try to get there. If they have a long way to go, move the cursor onto the Strategic Map, position it over your destination and click once. Your armies will keep moving until their movement allowance runs out.

A maximum of eight armies may stack in a single square. Under no circumstances can additional armies enter a square with eight armies, nor can they move through. Refer to Section 5.2 for more details on stacking.

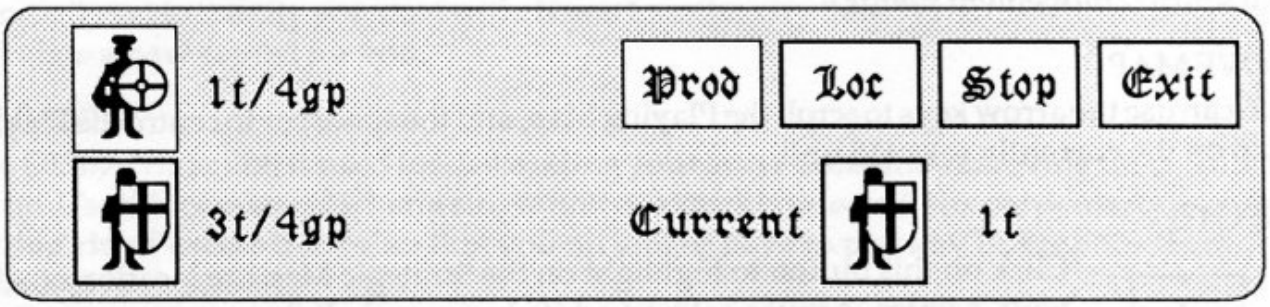
If an army, or stack of armies, uses all of its movement allowance in a turn, then the next army or stack will be selected automatically. If you wish to end an army's (or stack) move before all of the movement allowance is used, you must deselect the army as explained below.

DESELECT ARMY

Whenever an army or a group of armies is selected, you must deselect it before selecting a new army. Do this by clicking on the top button (a flag with a cross through it) in the Command Bar in the centre of the screen. Armies are also automatically deselected if they run out of movement points, or cannot move. Armies remain selected even if they are scrolled off the map, so be careful to deselect them before proceeding to another army.

PRODUCTION

The PRODUCTION command is used to create armies. To select a city for production, you must first issue the PRODUCTION command by clicking on the picture of the sword and the shield in the Command Bar. You must then position your cursor over a friendly city (notice that it becomes a small castle as you do so) and click once; production information for this city will be displayed in the Info Screen. You have four options: PRODuce an army, send a produced army to another LOCation, STOP production, or EXIT without making any changes. Look at the accompanying diagram.



To produce an army, click on its picture on the left hand side, and then on the PROD button (on the right hand side). To obtain information about an army type, double click on its picture on the left.

To direct a city's production to another location, select the army from the available types on the on the left, but instead of clicking on the PROD button, click on the LOC button. You can now click on any other city that you own, and the army will appear there instead. A maximum of four cities may direct their production to any one other city. Armies appearing in another city take an additional two turns to arrive. See Appendix for full city details.

To stop an army being produced, just click on the STOP button.

To exit the production display without doing anything, click on the EXIT button.

If all you wish to do is examine what army is being produced, select the PRODUCTION command, see what's happening, then click on the EXIT button.

If you click on the PROD button and then click on a castle that has transferred its production, the destination castle will be highlighted on the Strategic Map. If you click on a receiving castle in the production phase, the sending castle will be highlighted.

MAP INFORMATION

When no army is selected, and the cursor is over an empty location on the Playing Map, it will change to a question mark. If you click the button now, it will give you information about the location you have clicked over. This is particularly useful for finding out about cities, ruins and temples. If you want information about a location underneath an army, just hold down the shift key; the cursor will now be a question mark no matter where on the Playing Map it is moved.

VIEW

When the cursor is moved over the Strategic Map, it becomes a magnifying glass. Clicking in this window will change the view shown by the Playing Map. This is a very quick way of looking around the countryside.

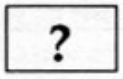
ATTACK

You can only ATTACK when your current army or armies are next to an enemy army, an enemy city, or a neutral city. Select the unit with which you wish to attack, and then move the cursor over the enemy. The cursor will change into a sword. Click once, and the battle will start. You will not be allowed to launch an attack unless your army (or stack) has at least two unused movement points.

MOVE MAP

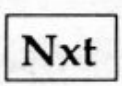
You can use the arrow keys to scroll the Playing Map, and the space bar to centre the Playing Map on the currently selected unit.

INFO (?)



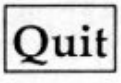
Click on this button to highlight on the Strategic Map the location of all of your Armies. Armies colored white have used all their movement allowance. Armies colored red have some movement remaining.

NEXT



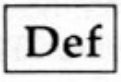
Click on the NEXT button to select the next army or stack.

QUIT



Click on the QUIT button to remove an army from the cycle for this turn and then select the next available army.

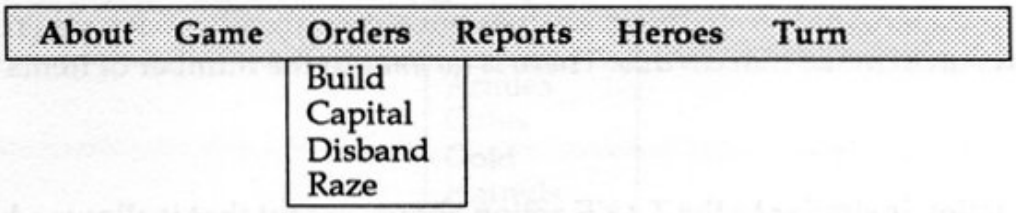
DEFEND



Click on the DEF button to remove an army from the cycle until it is subsequently selected again by the player.

These last three commands may not seem very useful at the start of the game, but as the time goes on and the number of your armies increases dramatically, they will become more and more useful.

4.3.2 Orders



BUILD

By using the BUILD action, you can either build towers to help defend your troops when they outside city walls, or you can strengthen your cities by raising their defence value. Issue the command to BUILD when your *currently selected army* is located where you wish to build. That is, you must select an army to build the tower or strengthen your city. Towers may only be built on plains. Building is never cheap, so you will be told the cost, and prompted whether you still wish to build.

CAPITAL

The CAPITAL action will return your view in the Playing Map back to your capital city. This is initially set to the city you start with. If you lose this city then War*lords* will automatically calculate a new capital for you.

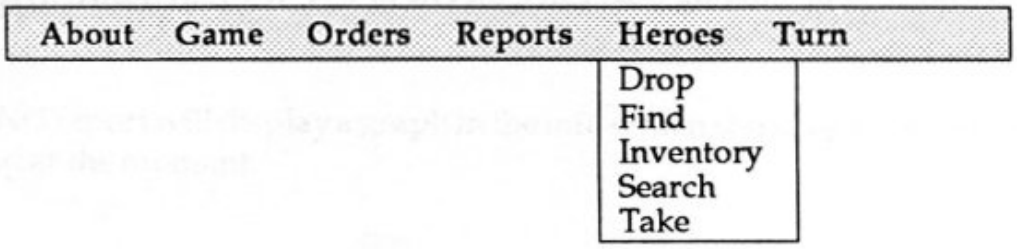
DISBAND

The DISBAND action is used for disbanding your army units and removing them from the game. Use this command when a single unit or a stack is selected. It is particularly useful for getting rid of excess troops, so that you no longer have to pay any upkeep for them. You cannot disband a hero.

RAZE

The RAZE action is used to destroy cities and towers, turning them into ruins. Once they are destroyed, they can never be rebuilt - even by a BUILD action. To raze something, issue the RAZE action when your *currently selected army* is in the city you wish to raze. Again, you must select an army to do the razing. You will be asked to confirm your choice, since razing one of your cities is a rather serious business.

4.3.3 Hero Actions



TAKE

The TAKE action is used by Heroes when they wish to pick up an item. Make sure that the Hero (or his stack) is selected, and then issue the TAKE action. You will now be presented with a list of items that the hero may take. Click on the UP and DOWN buttons to scroll this list, until the item you wish to pick up is highlighted. Click on OK, and your hero will now have the item. If you do not wish to take anything, just click on the CANCEL button. Note that when your Hero finds something, he does not automatically pick it up. You must use the TAKE action to make him do this. There is *no limit* to the number of items a hero may carry.

DROP

The DROP action is similar to the TAKE action above, except that it allows a hero to drop a selected item. Make sure the hero is the only selected unit, and issue the DROP action. Once again you will receive a list of items to drop. Scroll up and down, until the item you wish to drop is highlighted, and then click on OK. If you do not wish to drop anything, click on the CANCEL button. Use this action when you want to transfer an item from one hero to another; i.e. drop the item and move away with the first hero, move in and pick up the item with the second hero.

SEARCH

Use the SEARCH action to make heroes search special locations (such as temples and ruins). This is usually how magic items are found, and magical allies discovered. It can also be used to receive a blessing, and gather information from libraries and sages. Chapter 11 discusses special items in more detail.

To search, you must generally have a hero in the stack (exceptions to this are covered below). Simply move the hero into the location to be searched, and issue the SEARCH command. You will discover the results of the search in the info screen.

The only time that armies may search, is when they are at a temple. If a selected group of armies (none of them need be heroes) searches at a temple then they will receive a blessing - for free! However, each army can receive only one blessing from each temple. There are four temples. A blessing raises an army's strength by 1.

FIND

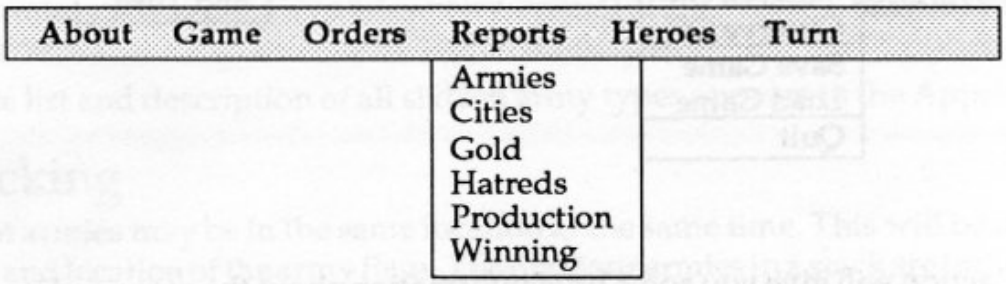
The FIND action displays all of your heroes on the Strategic Map. Click the left mouse button or hit any key to continue.

INVENTORY

Issue the INVENTORY action when a hero is selected. A list of the items being carried by that hero will be displayed in a dialog box. Click on OK or CANCEL to return to the game.

4.3.4 Reports

Reports give information about the current status of a game of *Warlords*. After reading a report, you must click the mouse or hit any key to continue. To activate a report, select REPORTS from the Menu Strip and then the specific report you wish to look at.



ARMIES

The ARMIES report will display a graph in the info screen showing how many armies each player has. Small colored dots, corresponding to player colors, will appear on the Strategic Map to identify the location of all armies in play.

CITIES

The CITIES report will display a graph in the info screen showing how many cities each player has. Small colored dots, corresponding to player colors, will appear on the Strategic Map to identify the ownership of all cities. Dull grey cities are neutral (or razed!).

GOLD

The GOLD report will display a graph in the info screen showing how much gold each player has.

HATRED

Each computer player in the game has a particular attitude to you. The best you can hope for will be apathy, the worst is outright loathing. These attitudes vary with the time, and as a result of your interactions with the other players, and are very important. The attitudes, in order of increasing severity, are Apathy, Distrust, Dislike, Disdain, Disgust, Hatred and Loathing.

PRODUCTION

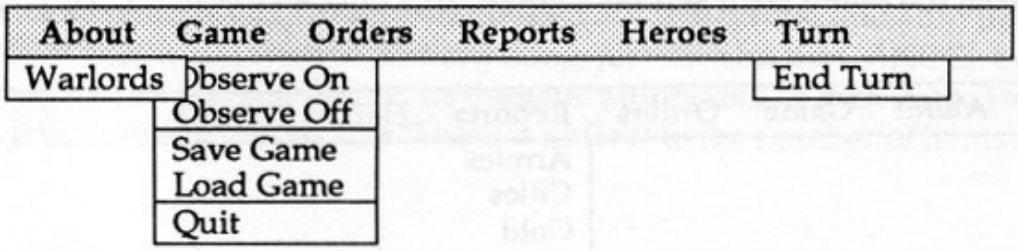
The PRODUCTION report will display a graph in the info screen showing the percentage of cities which are producing for each player. Only your cities are identified on the Strategic Map. White cities are producing in situ. Yellow cities are producing at another location. Red cities are not producing at all.

WINNING

The WINNING report will display a graph in the info screen showing how well each player is performing at the moment.

4.3.5 Game Features

These actions are activated from either the ABOUT, GAME or TURN lines in the Menu Strip.



ABOUT

The ABOUT action will give you some brief information about the game and its designers. Click the mouse button to get past it.

OBSERVE ON/OFF

The OBSERVE ON action allows you to watch the operations of all other players. Turning it off will speed up the time taken for the computer to complete the operations of the other players.

SOUND ON/OFF

Switch the sound on or off to suit yourself.

LOAD

The LOAD action will allow you to reload a previously saved game.

SAVE

The SAVE action will let you save a game, so that it can be resumed at a later time.

QUIT

The QUIT action is used to exit *Warlords*. Just in case you change your mind, you will be prompted first.

END TURN

When you have finished all operations for one turn, issue the END TURN action. You must use the action to end a turn!

AUTO CENTRE

This action is not found on any of the menus. It will display your currently selected army in the centre of the Playing Screen. Hit the SPACE BAR to call this action, or click on the Centre (Ctr) icon in the Command Bar.

5. ARMIES

5.1 Introduction to Armies

Armies play a very large part in *Warlords*. Without them you could not take over cities, or defend yourself from your marauding opponents. There are three main types of armies; ordinary armies such as infantry and cavalry, special armies such as dragons and wizards, and heroes.

A complete list and description of all sixteen army types appears in the Appendix.

5.2 Stacking

Up to eight armies may be in the same location at the same time. This will be indicated by the length and location of the army flags. The first four armies in a stack are indicated by the increasing length of the top flag. A fifth army is indicated by a short bottom flag, and a short top flag. Thereafter, the sixth, seventh and eighth armies of the stack are indicated by the increasing length again of the top flag. Thus, stacks with four or less armies have only one flag, those with five or more have two.

Armies at a location need not be of the same type; for instance you could have one cavalry, one giant, a dragon and a hero. However, a stack will move at the speed of the slowest army for each particular terrain type encountered. If a terrain type is prohibited for any unit in a stack, then the whole stack will be prevented from entering.

5.3 Army Info

When an army is selected, information about it will be displayed on the info screen:

Name - The name of the owner; i.e you.

Strength - The number of strength points that a single unit has. This is on a scale from one to nine, where one is very weak and nine is very tough.

Movement - The number of movement points that the unit has remaining.

Army Identity - The name of the unit (e.g. "Sirian 3rd Marthos Cavalry").

5.4 Getting Armies

There are sixteen different types of army, each with its own strengths and weaknesses. There are three different ways of getting these armies: production, alliance and hiring.

Production means actually training an army in a city. Production is used to get ordinary armies. Ordinary armies are Light Infantry, Heavy Infantry, Elven Archers, Giant Warriors, Dwarven Legions, Cavalry, Wolf-riders, Navies, Pegasi and Griffins.

In the Appendix you will find a table which lists which cities produce which armies and the ratings of those armies.

Alliances are made when a hero searches a special location (a temple or a ruin) and discovers some creatures that wish to join him. Alliances are made with special armies. Special Armies are Wizards, Undead, Demons, Devils and Dragons.

Heroes in *Warlords* are all hired swords. From time to time a hero will turn up in one of your cities and offer himself for employment. He will quote a sum in cash, paid in advance, (it's a risky business) and you may accept or reject his offer. The more heroes you have on the payroll at the time, the higher the asking price is likely to be. The only exception to this is the hero who starts the game on the first turn, and comes free of charge. Heroes who are hired may bring allies with them as well.

6. PLAYING THE GAME

6.1 Starting Conditions

All players, computer and human, begin *Warlords* in similar circumstances. You will have one city (your capital), and a hero, whose name you will be prompted for. You will also have an amount of money, but this varies between the players; for instance, Dwarves will have much treasure, and the Giants little.

6.2 A Sample Turn

Any turn in Warlords can be broken down into the following parts.

(1). At the very beginning of your turn a fanfare will sound; you must click the left button or hit any key to continue.

(2). If a hero offers himself for employment this turn, you will be informed. If you accept his offer you will be prompted to name him.

(3). You will be told about any armies that have been produced this turn. You will be shown on the map screen where they were produced (the city will be highlighted), and then asked whether you wish to keep producing these units at that location. Click on YES or NO accordingly. The END REPORT button skips the production reports for the rest of the turn.

(4). You will receive your money for this turn, and you will be told if you have run out of money. For more details on money see Chapter 7.

(5). This is the main part of the turn. All the commands from Chapter 4 are available to you here. Most of the turn, however, you will be doing three things -

(a). Giving production orders (see Chapter 8)

(b). Moving armies (see Chapter 9)

(c). Attacking enemies (see Chapter 10)

(6). Lastly, you must end your turn. Do this by issuing the END TURN command from the turn menu.

(7). Before your next turn begins, all other players must move. If any players attack you, you will be shown the combat and its results. After this, the fanfare will sound and you are ready to begin play again.

7. MONEY

7.1 Income and Expenditure

In *Warlords*, you are controlling an empire, and just like a real empire, there is never enough money. How do you get money? There is basically one solution, capture cities. You start the game with some gold, but after this, almost all gold is generated by cities.

Each city has an income associated with it, which represents trade and taxes. You can find out this income by clicking on a city. If you own a city, its income will be added to your tally of gold at the beginning of every turn. Thus, if you owned three cities generating 20gp, 25gp and 28gp respectively (where gp stands for gold pieces), you would receive 73gp at the start of your turn. You can see your total income at the start of each turn.

An Empire's treasury is considered to be distributed equally amongst all of its cities. If a city is captured, the Empire loses a proportional amount of its total treasury. Half of this money goes to the Empire that captured the city; the other half is considered to be liberated by the troops that did the pillaging!

Sages can also reward questing heroes with money, as well as information.

Where does the money go? Chiefly the money goes to supporting your troops, although you must also pay to produce them. It costs half as much to support an army each turn as it did to produce it; thus if it costs 4gp to produce a unit of heavy infantry, it will cost 2gp to support it *every* turn (for more information on production costs, see Chapter 8). Money may also be spent on building towers, increasing city defenses and hiring heroes.

7.2 Lack of Money

Lack of money is a very serious problem. This is not often the case early in the game, but as your empire expands, you may find it has grown too fast! Without money you cannot build troops, thus you cannot defend your borders when they become weak. More importantly, you cannot defend your interior from sudden incursions by the enemy. If you are in a deficit situation, you must take action immediately. Disbanding troops will save a lot of money, and is often the only way out.

8. PRODUCTION

8.1 Description of Production

Production is the training, recruiting and building of armies to prepare them for battle. Chapter 4 has already described the PRODUCTION command, but here is a slightly more detailed look at producing armies. See Appendix for full city production information.

Each city may produce one army at a time, or it may choose to produce nothing. Each of the eighty cities in the lands of Illuria has different armies that it can produce, with each army having individual statistics. For instance, the cavalry produced by Enmouth move faster than the heavily armoured cavalry produced by the Sirians in Marthos.

Once you are in PRODUCTION mode and you have clicked on a city, you will see production information for that city appear in the info screen. On the left you will see up to four entries that look like this.

3t/4gp

This indicates that an army of heavy infantry will cost 4gp to produce, and will be ready in three turns (3t). As indicated in Chapter 7, this army will then cost half of 4gp (i.e. 2gp) to support every turn. Clicking on the army and then on the PROD button will cost you 4gp and will begin production for you. Clicking on the LOC button instead of the PROD button will cost you the same, except that you will now be able to click on a different city where the army will appear when produced! The unit will be produced in the same number of turns, but will then take an extra two turns in administrative movement to reach the nominated city.

Below the Production buttons on the right of the Info Screen is one of three messages.

Current 2t

The first message tells you that the city is producing a heavy infantry army, and that it will be ready in two more turns (2t).

Current : None

The second message tells you that the city is not producing anything.

Current 2t - Loc

The third message tells you that the city is producing a heavy infantry army which will be ready in three turns and will appear in another city! If you look at the map screen, that city will be highlighted. This is the result of using the LOC action instead of the PROD action.

To leave a city without altering its production, click on the EXIT button. You will be returned to the normal mode of play and nothing will be changed.

Clicking on the STOP button will stop a city producing the army shown in CURRENT, and return you to normal mode. If no army is currently being produced, STOP will just return you to the normal mode.

Produced armies are given to you at the beginning of your turn. The city where they are being produced will be highlighted in white on the map screen, and a message will appear in the info screen such as.

Enmouth 3rd Cavalry Produced!

Keep Producing These?

The options YES and NO appear beneath these messages. To keep a city producing its current army, click on the YES button. This automatically deducts the cost of production from your gold and starts producing the next army.

Clicking on the NO button will stop the city producing another one of these armies. It will now be producing nothing.

The production message may also read something like.

Enmouth 3rd Cavalry - Kazrack
Keep Producing These?

This means that the Enmouth 3rd Cavalry has been produced for Kazrack, and will appear at that city in two turns. When that happens you will get the message.

Enmouth 3rd Cavalry reaches Kazrack

9. MOVING

9.1 Movement Points

In order for an army to move in *Warlords* it must have enough movement points to get to its new location. Movement points might be better described as "potential for movement". In other words, they indicate how far an army can move in one turn. A unit of heavy infantry has low movement points; a unit of cavalry has high movement points since it is on horseback.

Different types of units will have different movement points. Even units of the same type may have slightly different movement points; for instance the Pegasi of Elvallie have more movement points than the Pegasi of Loremark.

Different types of terrain will use up different amounts of movement points. Roads are easy to travel along, and thus generally use less movement points than a forest. Some units find it easier than others to move in some terrain, and so their movement costs will be different. For example, it is far easier for an Elf to move through the forest than a Dwarf. Consult the table in the Appendix for specific movement costs.

Each turn a unit will regenerate its movement points. If it had any left over last turn, a few these may also carry over to the new turn. The following table shows the movement point costs for the different types of armies.

9.2 Illegal Moves

An army may never move into any of the following places.

(1). Any terrain type marked as forbidden for that unit type.

(2). Off the edge of the Strategic Map.

(3). Onto an enemy army, or into an enemy or neutral city. These locations must be fought for rather than moved into.

(4). Onto or through one or more of your own armies if that would result in more than eight armies in that location.

9.3 Movement in Stacks

When armies move in a stack, they have as many movement points as the slowest army (i.e. the one with the least points), and they also use the movement cost of the army with the highest cost for each terrain type entered.

There are exceptions to this rule. A Hero may travel with any army using that Army's movement cost. Thus Dragons may fly a hero over mountains; they will not get their full eighteen movement points though, only the Hero's twelve.

A Navy may transport up to seven land-based units over the water. The Navy ignores the movement points of the armies it carries, and moves as if it were empty.

10. ATTACKING

10.1 Description of Attacking

Attacking is defined as the act of trying to physically destroy an enemy army (or stack) by moving one or more of your armies into the same location as the enemy. Attacking costs two movement points. You cannot attack with less than this number remaining. As explained in Chapter 9, you cannot move onto or through an enemy army, you must fight it.

Attacking is also the only way of capturing cities. If you attack an enemy city and all of the enemy Armies are destroyed, or none were present, then you will have captured that city.

10.2 Strength Points

Every Army has a number of strength points. This is an indication of how well that unit fights; for example a unit of Light Infantry will generally rate about three points, Cavalry will rate about six points, while Dragons will often rate nine points. When two armies attack one another, these attack points will be compared to see who wins. An army's attack points are displayed in the Info Screen when that army is selected (by itself, not in a stack).

Armies fight much better when in groups, but be warned; even four heavy infantry armies each of strength five will find it tough going against one army of dragons with nine strength points. In other words, the combat system favours quality of army more than it does quantity. Be warned, however, the lowliest light infantryman is capable of destroying the fiercest dragon! Just don't count on it.

10.3 Attacking Cities

There are two distinct cases when attacking cities: enemy cities and neutral cities. Both types have defence points. These are a measure of how good the city's defences are; e.g. how strong and high the walls are. The defence points are on a scale from one to nine, and the higher the city's defence, the harder it will be to capture it. Defence can be increased at any time with the BUILD command (and enough gold).

When attacking enemy cities, it is necessary to defeat all enemy troops within that city. Attacking any portion of a city involves all troops that are located in that city. Thus, although you can only attack with a maximum of eight armies at any one time, the enemy can defend with up to thirty-two armies. Nevertheless, they will soon be worn down if enough groups of eight attack. (Or starved out; huge garrisons eat up vast quantities of gold and a player who tries to maximize his garrisons everywhere will soon be in the poor-house.)

Neutral cities are different. They fly a grey flag and have a poorly committed garrison inside (usually!). Whenever you attack a neutral city, there is a chance that it will fall, and a chance your army will be killed. You can increase the odds in your favour by improving the quality and the number of your troops. A Hero or other high class army on its own will usually prevail over a neutral city.

10.4 How the Combat System Works

A full explanation of the combat mechanics is provided in the Appendix. You don't need to know all these details to play the game, but a glance through them will give you a good idea of the combat bonuses available and the value of *A-Team* stacks to take out particular objectives.

In general, you should be aware that combat bonuses are available for stacks which include flying armies (pegasi, griffins or dragons), special armies (undead, wizards, etc.), and heroes. Further bonuses are awarded to heroes who possess Battle or Command Artifacts (see Chapter 11).

Cities and towers aid defense while certain terrain types can help (or sometimes hinder) the different army types.

A typical A-Team stack could consist of one hero (with Battle and Command Artifacts), one wizard, one or two griffins and four or five giant warriors. You will do plenty of damage with these dudes before their luck runs out!

11. SEARCHING AND ARTIFACTS

11.1 Description of Searching

In general, searching is performed by a Hero, either on his own or in a stack. Searching is done for a variety of reasons which are described below, but largely it is done at special locations to find either artifactss, allies, information or gain some other advantage for that hero. It is not easy, however, for many of these ruins and temples are infested by fearsome monsters, which must be slain before the ruin can be searched. Searching at one of these locations will cost the hero all his remaining movement points for that turn. For a description of the SEARCH action see Chapter 4

To get info on a special location, just click on that location. The status value tells you what is there: Healers, Sages, or Libraries, or whether it is explored or unexplored. If status says explored, then another Hero has already been here. If it reads unexplored, then there are still monsters and other things in that location.

11.2 Where to Search

The larger buildings which heroes are able to search contain healers, sages and libraries. The smaller buildings generally contain monsters and treasures, although Allies may be found there also.

11.3 The Artifacts

Atifacts are either used for increasing a hero's strength in combat (Battle items), or for increasing his leadership abilities (Command Items). There are fourteen such powerful artifacts in the lands of Illuria, many far stronger than others, all of which are listed below.

11.3.1 Battle Artifacts of Moderate Power (+1)

The Firesword, The Icesword, The Spear of Ank

11.3.2 Battle Artifacts of Considerable Power (+2)

The Lightsword, The Darksword, The Bow of Eldros

11.3.3 Battle Artifact of Supreme Power (+3)

The Staff of Might

11.3.4 Command Artifacts of Moderate Power (+1)

The Crown of Loriel, The Sceptre of Loriel, The Orb of Loriel, The Crimson Banner

11.3.5 Command Artifacts of Considerable Power (+2)

The Ring of Power, The Horn of Ages

11.3.6 Command Artifacts of Supreme Power (+3)

The Staff of Ruling

11.4 Actions Relating to Artifacts

There are five actions related to artifacts; search, take, drop, find and inventory. They are discussed in Chapter 4.

11.5 Libraries

There are two libraries in Illuria; one on the island in the middle of Lake Hithil, and the other in the north west corner by the Mindanuin Wasteland. If a hero searches at a library, it will cost all his remaining movement points. Searching here costs no gold, but you are not guarantied to find out anything useful.

You will either discover the whereabouts of an item or a monster, alternatively you may just find a piece of ancient wisdom.

11.6 Sages

There are two sages in Illuria. One is in the middle of the Plain of Dragons, over the Illonne Mountains. The other is on the banks of the River Rapid, hidden away in the mountains. Sages will provide accurate information if you SEARCH there, but first must be reached (they are both in strange places). You can question them on the locations of items, and the inhabitants of any special locations. Sages will reward the first seeker after knowledge to reach them.

11.7 Blessing

Blessing is available at any of the four temples, distributed through the lands of Illuria. This is not only for heroes, but for any army unit which can reach a temple. Simply move the units (in a group if there are more than one) to the temple, and then SEARCH. This takes all remaining movement points and every unit will be Blessed. This will raise its strength by one. Blessings at the different Temples are cumulative in effect, up to the maximum strength of nine. The computer knows which armies have been blessed at which temples, so it's no good trying to overdose on religion!

12. HOW TO WIN

These remarks on how to win assume that you are playing against computer Warlords. Lesser computer opponents (and most humans) are far more forgiving.

The start of the game is a race to control as many neutral castles as you can. Send your Hero out to get as many as possible, get each captured castle to make the troop type that is quickest to manufacture, and get those troops out fighting as well. If you have selected high level computer opponents, you will notice them doing the same thing. Heroes should also search out ruins and temples (their location can be found on the accompanying map). Special army allies can be deadly in the early game. Be warned, however, that your hero may perish while searching these places.

After the conquest of the neutrals, it is time to take stock of the situation. As a single player you will face up to seven potential foes. It is therefore an absolute necessity to determine how your potential enemies feel about you. Use the Hatreds command frequently to check out the diplomatic climate. Enemies who hate or loathe you will be trying to do something about it. If they are close, you should consider trying to eliminate them completely. If they are far away, just keep a close eye on them.

There is nothing that you can do to improve relations with other players. On the other hand, taking a city from a player will definitely cause relations to deteriorate. Therefore, you should not attack computer players unless you have a good reason to do so. Since an attack

in any force is bound to leave an opponent hating you anyway, an attack should aim for total annihilation of your opponent. It also follows that if an opponent who is not your current target and who doesn't hate you takes one of your cities, it may be better to let him have it for the moment. He is probably just on his way to attack someone else.

As well as diplomatic questions, many of your problems will be monetary. Each unit costs half its purchase price each turn in maintenance. The temptation will be to maintain strong forces in all parts of your empire. This will be very expensive, possibly ruinously so. As a rule of thumb, a garrison of four Light Infantry or their equivalent will be sufficient. It won't stop a determined attack, but will guard against cheap attacks.

Obviously, castles in the front line will need more by way of defences. You will also have to look to the state of the walls. Each time a siege is successful, the castle defence factor is lowered by one. If the factor gets below 3, the castle will not provide much of a bonus, and consideration should be given to building it up, expensive though this will be.

Serious sieges will require a lot of planning. Use the production vectoring capacity to quickly build up forces at a jumping-off point. If your target is heavily defended, you will probably need several waves of attackers to finish the job. All except the last attack wave in a successful siege will die, so make sure you have plenty of cannon fodder. Commit your crack troops only when you are certain of victory. Although it's generally a good idea to keep stacks homogeneous, the addition of certain units can provide advantages to lesser troops. Blessing is also very useful, especially if done more than once, and heroes with magic items can also make a big difference.

Your Heroes should be sent out to gather as many magic items as possible. Some will die along the way, but Heroes can gather items, info, allies and money, so they they should always have something to do. If you see an enemy hero alone or lightly defended, consider an ambush. You never know what he will be carrying!

13. STRENGTHS AND WEAKNESSES

Here is a brief summary of the various Empires in the Kingdom of Illuria.

Lord Bane

(Slow and Safe)

It is unlikely that you will have any cause for computers to hate you due to your isolation. A steady build-up and a careful look around you will determine the best way to approach the conquest of Illuria. The Orcs of Kor, the Horse Lords and the Dwarves are your most likely opponents.

The Selentines

(Lords of the North-West)

The main objective is to seal off the north-west corner of the Kingdom as quickly as possible. The key cities in the forest must be taken quickly and flying horses (Pegasi) can be used to capture the island. Care must be taken to stop any incursions from the Dwarves and the Horse Lords.

The Dwarves

(Take to the Hills)

Expand. Fast. In all directions, looking for opportunities as they arise. A lightning thrust on the Horse Lords may see you with one less opponent. No matter what, you will end up with enemies on all sides but you have the men (dwarves?) to handle the situation.

The Horse Lords

(Fast and Loose)

You have horses, use them. Send them north and south. Make all the cities around Deephallow yours while at the same time striking south to Ilnyr. No matter how peaceable you'd like to be, your position is certain to arouse the ire of your neighbours. Get stuck into the Grey Dwarves from the start.

The Orcs of Kor

(Ideal Real Estate)

A quick expansion with an eye to the north, west and south will set you up in a strong position. You have to go north to curtail Lord Bane's expansion and then south until you run into either the Sirians or the Elvallie. Don't start s fight with more than one of these three opponents.

The Storm Giants

(Slow and Tough)

It is very hard with your two-turn men to get quickly a sizeable empire. Go for the cities to the north, west and south where there is unlikely to be any opposition. Build a powerful base before striking out. The Elvallie are your most dangerous foe and all things being equal you should attempt to knock them over first.

The Elvallie

(Learn to Hate)

You really have to go out and grab everything you can, even if this causes others to hate you (they will anyway). Take opportunities as they present themselves and look for the quick demise to the Sirians or the Storm Giants. Get all the forest cities first.

The Sirians

(Down and Dirty)

With the Orcs on one side, the Elves on the other and with no friends in the world you face the hard realities of life. A bit of luck and auspicious diplomatic conjunctions and you could be on a winner. Go for either the horse cities to the north, or the area to the east, of even both if you can. When you can win the game against seven computer Warlords as the Sirian, then consider yourself a *Warlord par Excellence.*

14. SURRENDER

In games where one human player is fighting seven computer opponents, the surviving computer players will attempt to surrender if the human player has more than 40 cities and the most powerful computer player is not within 15 cities of this number.

If you accept the surrender play will proceed to the victory ceremony. If you refuse to accept the surrender, play will continue to the bitter end. In desperation, the remaining computer players will band together until the human player is annihilated or until they perish from the face of the earth.

15. DESIGN CREDITS

Original Design and Amiga Programming - Steve Fawkner

Artificial Intelligence Design and Programming - Roger Keating

IBM Development and Programming - Stephen Hart

Production Co-Ordinator and Additional Development - Gregor Whiley

IBM Utilities - Simon Hayes

Computer Art - Graeme Whittle

Sleeve Art - Nick Stathopoulos

Game Testing - Janeen Andrews, Richard Simpson, Mark Hill, Tim Wakeman, Karl-Peter Baum, Andrew Taubman, Rowan Keating, Tim Reichelt, Alex Shaw, Anthony Pearson and Ian "Orc-lover" Trout

APPENDIX

CITY AND ARMY DETAILS (1)

CITY (Defense Value)	CAPITAL	ARMY TYPES PRESENT (Time/Cost/Strength/Movement)			
DESERTON (4)	-	Lt Inf (1/4/3/10)	Navy (11/20/5/18)		
ZAIGONNE (4)	-	Lt Inf (1/4/3/10)	Navy (11/20/5/18)		
BERERI (6)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (6/8/6/16)	Navy (11/20/5/18)
TAL (4)	-	Lt Inf (1/4/3/10)	Navy (11/20/5/18)		
MINBOURNE (4)	-	Lt Inf (1/4/3/10)	Navy (11/20/4/18)		
TIRFING (4)	-	Lt Inf (2/4/4/9)			
AMENAL (4)	-	Lt Inf (1/4/3/10)			
PARETH (5)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (5/8/5/14)	
UNGOR (4)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)		
GORAG (4)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)		
VIVAL (3)	-	Lt Inf (1/4/3/10)			
BANE CITADEL (6)	Lord Bane	Giants (4/4/6/10)	Lt Inf (1/4/3/10)	Cavalry (4/8/6/16)	Wolves (3/8/5/14)
NEEDLETON (4)	-	Lt Inf (1/4/3/10)			
GUNTHANG (5)	-	Hvy Inf (2/4/5/8)	Archers (3/4/4/12)	Pegasi (5/16/4/16)	
DEEPHALLOW (4)	-	Lt Inf (1/4/3/10)			
AK-GIRIEL (4)	-	Hvy Inf (2/4/5/8)	Archers (3/4/4/12)	Pegasi (7/16/4/16)	
AK-ENLIE (4)	-	Hvy Inf (2/4/5/8)	Archers (3/4/4/12)		
AK-FARZON (4)	-	Hvy Inf (2/4/5/8)	Archers (3/4/4/12)		
MENELOTH (5)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (5/8/5/15)	
MALIKOR (4)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (6/8/6/13)	
ENMOUTH (6)	Selentines	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (4/8/6/20)	Navy (8/20/6/18)
ARGROND (4)	-	Hvy Inf (2/4/6/7)	Lt Inf (1/4/3/10)		
BARTHEL (5)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)		
MARTON (4)	-	Hvy Inf (2/4/4/8)	Lt Inf (1/4/3/10)	Navy (11/20/5/18)	
WAYBOURNE (4)	-	Hvy Inf (2/4/5/8)	Navy (11/20/5/18)		
DETHAL (4)	-	Lt Inf (1/4/3/10)	Wolves (5/8/5/14)		
GREENWEIGH (4)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Dwarves (3/4/5/9)	
UPWAY (3)	-	Lt Inf (2/4/3/10)			
DARCLAN (4)	-	Lt Inf (1/4/3/10)	Wolves (3/8/5/14)		
MARIDUN (4)	-	Lt Inf (2/4/3/10)	Cavalry (3/8/6/18)		
JESSARTON (4)	-	Lt Inf (3/4/2/10)	Navy (12/20/3/18)		
ZHORAN (5)	-	Dwarves (1/4/5/9)	Griffins (5/16/5/16)		
KHAMAR (6)	Dwarves	Dwarves (2/4/5/9)	Griffins (5/16/6/18)		
UPBOURNE (4)	-	Hvy Inf (2/4/5/8)	Navy (11/20/5/18)		
CRAGMORTON (4)	-	Dwarves (2/4/5/9)	Griffins (7/16/5/16)		
PAYNOR (3)	-	Lt Inf (2/4/3/10)			
CARMEL (5)	-	Lt Inf (2/4/5/12)			
DUNETHAL (6)	Horse Lords	Lt Inf (1/4/3/10)	Cavalry (3/6/6/19)		
DERRIDON (4)	-	Lt Inf (2/4/3/9)	Cavalry (4/8/6/18)		
FLEYMARK (4)	-	Lt Inf (1/4/3/10)	Cavalry (3/6/6/18)		

APPENDIX

CITY AND ARMY DETAILS (2)

CITY (Defense Value)	CAPITAL	ARMY TYPES PRESENT (Time/Cost/Strength/Movement)			
PA-KUR (5)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (4/8/6/16)	
AR-ARAK (5)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (4/8/6/16)	
DHAR-KHOSIS (6)	-	Hvy Inf (2/4/5/8)	Dwarves (2/4/5/9)	Griffins (6/16/5/16)	
CIT' OF FIRE (5)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Navy (11/20/5/18)	
CIT' OF ICE (5)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Navy (11/20/5/18)	
HITHOS (6)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (5/8/6/16)	Navy (10/20/5/20)
UBAR (4)	-	Lt Inf (1/4/3/10)	Navy (11/20/5/18)		
GALIN (4)	-	Lt Inf (1/4/3/10)	Cavalry (8/10/6/16)	Navy (11/20/5/18)	
HERZAG (4)	-	Lt Inf (1/4/3/10)	Navy (13/20/5/15)	Wolves (3/8/5/14)	
GIMLAD (4)	-	Lt Inf (1/4/3/10)	Wolves (3/8/5/14)		
VERNON (5)	-	Hvy Inf (3/4/5/7)	Lt Inf (1/4/3/10)	Navy (11/20/6/18)	
THURTZ (4)	-	Lt Inf (1/4/3/10)	Wolves (3/8/5/14)		
KAZRACK (4)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Navy (11/20/5/18)	
KOR (6)	Orcs of Kor	Giants (5/6/6/10)	Hvy Inf (2/4/5/8)	Wolves (3/8/5/14)	
ILNYR (4)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Navy (11/20/5/18)	
OHMSMOUTH (5)	-	Hvy Inf (2/4/5/8)	Navy (10/18/5/18)		
HIMELTON (3)	-	Lt Inf (1/4/3/10)	Cavalry (6/8/5/16)		
WELLMORE (4)	-	Hvy Inf (2/4/5/8)	Navy (11/20/5/18)		
BALAD NARAN (6)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Navy (11/20/5/18)	Wolves (2/8/6/15)
LADOR (4)	-	Lt Inf (1/4/3/10)			
DUINOTH (4)	-	Lt Inf (1/4/3/10)	Cavalry (5/8/6/16)		
STORMHEIM (6)	Storm Giants	Giants (2/4/6/12)			
ANGBAR (4)	-	Lt Inf (1/4/3/10)	Cavalry (4/8/5/16)		
SSURI (4)	-	Lt Inf (1/4/3/10)	Cavalry (4/8/5/16)		
TASME (4)	-	Lt Inf (1/4/3/10)	Navy (11/20/5/18)		
ARGENTHORN (4)	-	Hvy Inf (2/4/5/8)	Archers (1/4/4/12)	Pegasi (7/16/4/16)	
TROY (3)	-	Lt Inf (1/4/3/10)	Cavalry (4/8/6/15)		
GAROM (4)	-	Lt Inf (1/4/3/10)	Wolves (3/8/5/14)		
QUIESCE (4)	-	Lt Inf (1/4/3/10)	Navy (11/20/5/18)		
VARDE (4)	-	Lt Inf (1/4/3/10)	Cavalry (5/8/5/16)	Navy (11/20/5/18)	
CHARLING (3)	-	Lt Inf (1/4/3/10)			
HEREUTH (6)	-	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Navy (13/20/5/18)	
ELVALLIE (6)	Elvallie	Hvy Inf (2/4/5/10)	Archers (1/4/4/12)	Pegasi (6/16/4/16)	
GILDENHOME (5)	-	Hvy Inf (2/4/5/8)	Archers (1/4/4/12)	Pegasi (7/16/4/16)	
KHORFE (5)	-	Dwarves (2/4/5/9)	Griffins (8/16/5/16)		
GLUK (4)	-	Giants (3/4/6/10)	Lt Inf (1/4/3/10)	Wolves (3/8/5/14)	
LOREMARK (4)	-	Hvy Inf (2/4/5/8)	Archers (1/4/4/12)	Pegasi (7/16/4/16)	
GORK (4)	-	Giants (5/4/5/8)	Lt Inf (1/4/3/10)	Wolves (3/8/5/14)	
ALFAR'S GAP (4)	-	Lt Inf (1/4/3/10)	Cavalry (5/8/5/16)		
MARTHOS (6)	Sirians	Hvy Inf (2/4/5/8)	Lt Inf (1/4/3/10)	Cavalry (4/8/6/16)	Pegasi (7/16/5/15)

APPENDIX

MOVEMENT COSTS

	TERRAIN TYPE									
	ROAD	BRIDGE	WATER	SHORE	FOREST	HILL	MOUNTAIN	PLAIN	MARSH	CITY
GIANTS	1	1	P	P	5	4	P	2	5	1
DWARVES	1	1	P	P	6	3	P	2	6	1
HEAVY INFANTRY	1	1	P	P	4	6	P	2	5	1
LIGHT INFANTRY	1	1	P	P	4	6	P	2	5	1
ELVEN ARCHERS	1	1	P	P	2	5	P	2	6	1
CAVALRY	1	1	P	P	5	6	P	2	5	1
WOLF-RIDERS	1	1	P	P	4	6	P	2	4	1
PEGASI	2	2	2	2	2	2	3	2	2	2
GRIFFINS	2	2	2	2	2	2	3	2	2	2
UNDEAD	1	1	P	P	4	5	P	2	4	1
DEMONS	1	1	P	P	4	5	P	2	5	1
DEVILS	1	1	P	P	4	5	P	2	5	1
DRAGONS	2	2	2	2	2	2	3	2	2	2
WIZARDS	1	1	P	P	4	6	P	2	5	1
HEROES	1	1	P	P	4	6	P	2	5	1
NAVIES	P	2	1	2	P	P	P	P	P	P

P = PROHIBITED

APPENDIX

COMBAT MECHANICS

Combat occurs whenever opposing armies (or stacks of armies) contest the ownership of a particular location. The computer follows a set routine for each combat.

(1). An Attacking Force Combat Modifier (AFCM) is calculated. Five factors are evaluated when calculating the AFCM.

(a). Hero Present. If the hero's combat strength is 0 to 3, the modifier is 0. If the hero's combat strength is 4 to 6, the modifier is 1. If the hero's combat strength is 7 or 8, the modifier is 2. If the hero's combat strength is 9, the modifier is 3.

(b). Flying Army Present. If a Pegasus, Griffin or Dragon is present, the modifier is 1.

(c). Special Army Present. If a Wizard, Undead, Demon, Devil or Dragon is present, the modifier is 1. (Note that a Dragon earns a modifier in two categories.)

(d). Command Item Present. If a hero (or heroes) with command item(s) are present, the value of the command item(s) is added. For example, the Crimson Banner has a command value of 2.

(e). Terrain Modifier. Troops from the different Empires have their likes and dislikes in regard to where they prefer to fight. For example, the Elvallie like forests but don't much care for hills or marsh. The Sirians don't mind where they fight. Consult the following table for the correct modifier.

	TERRAIN TYPE						
	ROAD	WATER	SHORE	FOREST	HILL	PLAIN	MARSH
SIRIANS	-	-	-	-	-	-	-
STORM GIANTS	-	-	-	-	+1	-	-1
GREY DWARVES	-	-	-	-1	+2	-	-1
ORCS OF KOR	-	-	-	-1	-	-	+1
ELVALLIE	-	-	-	+1	-1	-	-1
SELENTINES	-	+1	+1	-	-	-	-
HORSE LORDS	+1	-	-	-1	-1	+1	-
LORD BANE	-	-	-	-1	-	-	+1

- = NO EFFECT

These modifiers, if any, are added together. Once calculated, the AFCM is set aside for use later in the combat routine.

(2). A Defending Force Combat Modifier (DFCM) is calculated. Eight factors are evaluated when calculating the DFCM.

(a). Same as AFCM.

(b). Same as AFCM.

(c). Same as AFCM.

(d). Same as AFCM.

(e). Same as AFCM.

(f). Tower Present. If a tower is present, the modifier is 2.

(g). Special Terrain Present. If the battle occurs in a temple or ruin, the modifier is 1.

(h). City Present. If the battle occurs in a city, the city defense modifier is added. The modifier is 0 if the defense value is 0 or 1. The modifier is 1 if the defense value is 2 - 6. The modifier is 2 if the defense value is 7 or 8. The modifier is 3 if the defense value is 9.

These modifiers, if any, are added together. Once calculated, the DFCM is set aside for use later in the combat routine.

(3). The Attack Strength (AS) of each attacking army is calculated. This found by adding together the combat value of the army, the AFCM, and a further modifier for how well that army type likes to fight in that terrain. The following table shows these modifiers. Finally, heroes add the value of any Battle Item(s) carried. However, note that the maximum AS can *never exceed 9* no matter how large the modifier.

(4). The Defense Strength (DS) of each defending army is calculated. This is determined in the same way as the AS. Again, note that the maximum DS can *never exceed 9* no matter how large the modifier.

(5). Combat is resolved. Attacking and defending armies are sorted on the battle display with the most valuable armies on the right hand side. Combat is a series of one-on-one engagements between the left-most army of each side. Each combat is fought to the death with the survivor going on to fight his opponent's next army.

The battle ends when one side is eliminated.

The battle mechanics work like this. Each army rolls a ten-sided die (1 - 10). The result is low if die roll is less than or equal to his opponent's AS (or DS as the case may be). The result is high if die roll is greater than his opponent's AS (or DS).

If both rolls are high or both rolls are low, then the step is repeated.

If one rolls low and the other rolls high, then the low roller takes 1 hit. If the defender rolls high and the attacker rolls low, the defender takes one hit.

As soon as an army receives 2 hits it is destroyed.

	TERRAIN		
	FOREST	HILL	MARSH
GIANTS	-1	-	-
DWARVES	-1	+1	-
HEAVY INFANTRY	-1	-1	-1
LIGHT INFANTRY	-1	-1	-
ELVEN ARCHERS	+1	-1	-1
CAVALRY	-1	-1	-1
WOLF-RIDERS	-1	-1	-
PEGASI	+1	-	-
GRIFFINS	-	+1	-
UNDEAD	-1	-	+1
DEMONS	-1	-	-
DEVILS	-1	-	-
DRAGONS	-	-	-
WIZARDS	-	-	-
HEROES	-	-	-
NAVIES	-	-	-

- = NO EFFECT

That's it in a nutshell. A simple example may help to put it all in perspective.

Consider a battle fought between the Grey Dwarves and the Orcs of Kor. The Orcs are defending a city of defense value 5 with one light infantry (each strength 3), one wolf-rider (strength 6) and a hero (Roger Orcfinger, strength 6) who carries the Spear of Ank. The Grey Dwarves are attacking with 2 dwarven legions (each strength 4), a griffin (strength 6) and a dragon (strength 8).

The AFCM is calculated first. The Dwarves get 1 for a flying army (the griffin or dragon) and 1 for a special army (the dragon). Their AFCM is 2.

APPENDIX

Next comes the DFCM. The Orcs get 1 for Roger Orcfinger's strength of 6 and 1 for the city's defense value of 5. Their DFCM is also 2.

We work out the AS or DS of each army.

For the Dwarves. The dwarven legions are 6, the griffin is 8 and the dragon is 9 (remember that 9 is the *maximum* value).

For the Orcs. The light infantry is 5, the wolf-rider is 8 and Roger Orcfinger is 9 (he gets an additional point from the Battle Item he carries).

The armies square up as follows. From left to right the Dwarves have two 6's, one 8 and one 9. The Orcs have one 5, one 8 and one 9.

The battle begins with one dwarven legion taking on the light infantry. The Orcs roll high, the Dwarves low; 1 hit on the dwarven legion. Second round. Both roll low; no effect. Third round. Again the Orcs roll high and the Dwarves low; a second hit on the dwarven legion which destroys it.

The next dwarven legion steps up to bat. It has more luck, inflicting 2 hits on the light infantry but taking 1 on itself (i.e. 4th round = both high; no effect, 5th round = Orcs high, Dwarves low; 1 hit on dwarven legion, 6th round = Orcs low, Dwarves high; 1 hit on light infantry, 7th round = Orcs low, Dwarves high; second hit on light infantry destroying it).

The wolf-rider replaces the valiant but dead light infantry. It destroys the dwarven legion but takes 1 hit itself (i.e. 8th round = both high; no effect, 9th round = Orcs low, Dwarves high; 1 hit on wolf-rider, 10th round = Orcs high, Dwarves low; second hit on dwarven legion destroying it).

The Dwarves' magical griffin quickly despatches the wolf-rider (i.e. 11th round = Orcs low, Dwarves high; second hit on wolf-rider destroying it).

Roger Orcfinger steps into the breach, the last hope. He slaughters the griffin with relish (i.e. 12th round = Orcs high, Dwarves low; 1 hit on griffin, 13th round = Orcs high, Dwarves low; second hit on griffin destroying it).

Now for the final show-down. Roger Orcfinger must take on the fearsome Dwarven Dragon. The battle goes right down to the wire. Roger, desperately wounded, smites the dragon (i.e. 14th-18th rounds = both low; no effect, 19th round = Orcs low, Dwarves high; 1 hit on Roger, 20th-23rd rounds = both low; no effect, 24th round = Orcs high, Dwarves low; 1 hit on the dragon, 25th-26th rounds = both low; no effect, 27th round = Orcs high, Dwarves low; second hit on the dragon destroying it).

Let's hear it for Roger Orcfinger! The battle is over. Roger has saved his city. The hit he received during the battle will be healed automatically before the next battle.

Fortuitously, the computer takes only about 2 or 3 seconds to resolve a battle!

ARMY TYPES

LIGHT INFANTRY

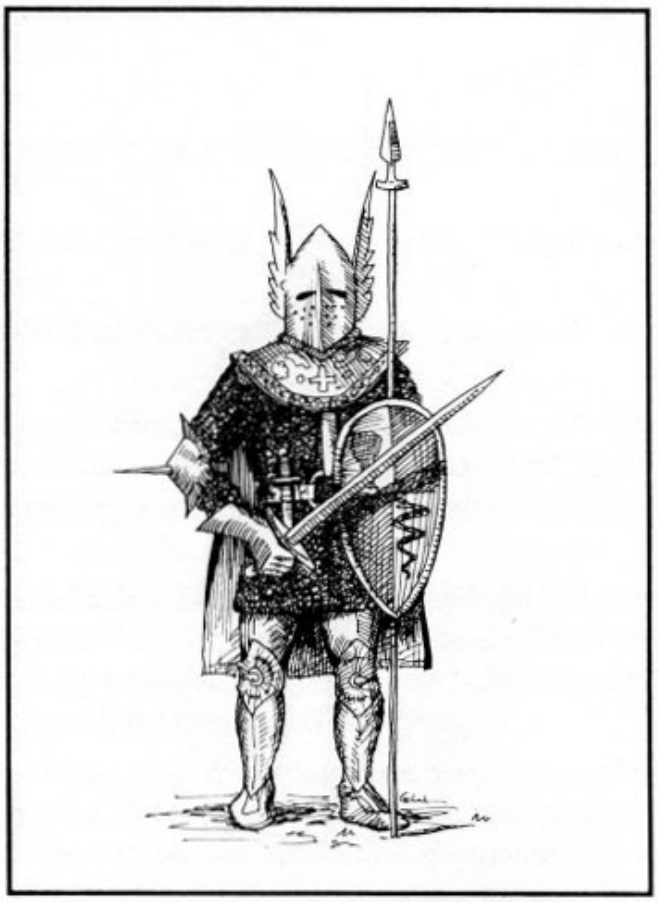
Light Infantry are the most common armies in Illuria. They wear light armour, for maximum movement, and carry light weapons. They are poorly trained (except for the monks of Carmel), and thus have low strength. They are the cheapest and quickest troops to produce, and make excellent garrisons.

HEAVY INFANTRY

Heavy Infantry are another common type of army. They are armed with sword and shield, for greater strength, but wear heavy armour which slows them down. Use them to garrison castles in the front line and for assaults on nearby strongholds.

APPENDIX

ARMY TYPES (Cont.)



GIANT WARRIORS

These armies are made up of Giants and Ogres. They wear good armour and carry huge hammers and clubs, which can cause massive destruction. Although they often take a long time to train, they are very effective warriors, and due to their height they can move quite quickly.

DWARVEN LEGIONS

Although they are short and move slowly on most terrain, the Dwarves are good solid fighters with their double-bladed axes. They may not be as effective as giants, but they are much quicker to train. In the hills, Dwarves begin to come into their own; they move fast, and they fight well.

ARMY TYPES (Cont.)

ELVEN ARCHERS

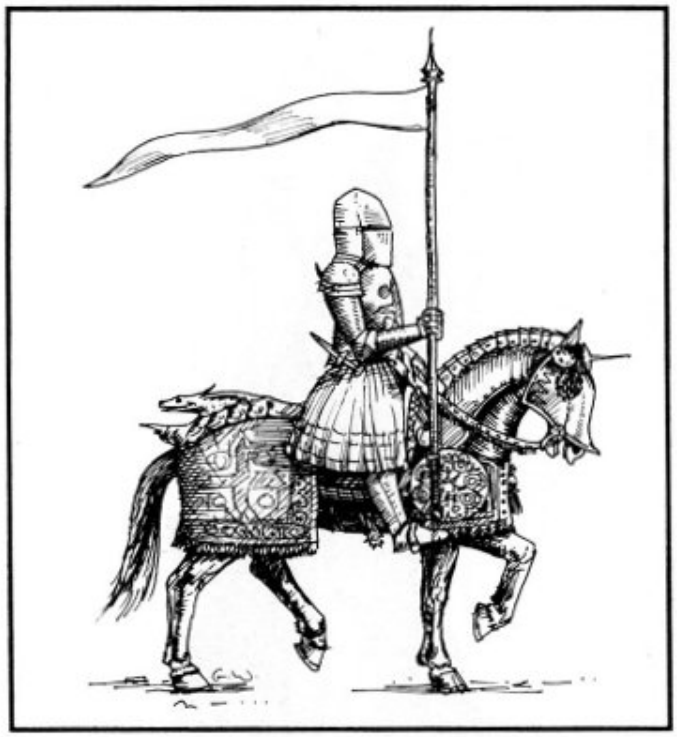
The Elves are not that different to light infantry. They are lightly armoured, and not very strong. In the forests of Illuria however, they move at twice the speed of most armies, and will destroy much stronger opponents with their magic bows.

WIZARDS

Wizards are special armies. They are very powerful, and can often travel almost half the width of Illuria in one turn on their phantom steeds.

APPENDIX

ARMY TYPES (Cont.)



CAVALRY

Cavalry have one major advantage over most armies - speed. On a clear road, an army of cavalry can travel for miles. They are also generally well armoured and strong. For the best horsemen in Illuria, see the Selentines' crack cavalry armies from Enmouth.

WOLFRIDERS

The Wolfriders are mostly made up of Orcs riding on the huge wolves that frequent the lands of Huinedor. They move fast, although not as fast as cavalry, and due to the innate viciousness of rider and steed are quite strong.

ARMY TYPES (Cont.)

NAVIES

Navies are the only units that can travel the seas and rivers of Illuria. They take a long time to construct, and are expensive to maintain, but they can provide a fast way of transporting groups of armies around. A navy can carry a maximum of seven other armies.

PEGASI

The Pegasi, or flying horses, are generally owned and ridden by the Elves (although the Sirians have them in Marthos too). They move quite quickly, and fly over any terrain with ease. They are also quite proud and strong in combat.

APPENDIX

ARMY TYPES (Cont.)

GRIFFINS

Just like the Pegasi, Griffins can fly over any obstacles. They are usually found with dwarves, and, having quite a nasty temper, are very vicious in combat. The ability of flying creatures to ignore terrain can have profound strategic consequences.

UNDEAD

These are the spirits of long dead lords, returned to seek power in their old lands. They fight well, and will strike fear into the hearts of their opponents.

ARMY TYPES (Cont.)

DEMONS

Creatures from the Nether Planes, demons are fierce, tireless warriors, dedicated to the destruction of all life on the world.

DRAGONS

Dragons are the most feared creatures in all the lands of Illuria. Flying great distances, they will often take over a city full of warriors.

APPENDIX

ARMY TYPES (Cont.)

DEVILS

Devils are similar in appearance and motivation to demons. They too are mighty creatures from the Hells, fighting even better than the demons do.

HEROES

Heroes begin their career as very formidable fighters. Their main strengths are in leading armies and searching through ruins and temples for magical items. A hero also uses the movement costs, though not the movement point total of any unit that he is stacked with. Thus a hero stacked with flying creatures will also be able to move over rivers and mountains.

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